



# BUG NEWS

OCTOBER  
1987  
VOL. 6, NO. 2

ATARI BOISE USERS GROUP  
AN INDEPENDENT ATARI COMPUTER USERS GROUP

## MEET YOUR NEW BUG OFFICERS

By Jack Weaver, BUG NEWS Editor

At the September meeting of the Atari Boise Users Group, BUG members elected officers for the first time in the club's five year history. In the past, club duties have been done on a volunteer basis, which contributed to an air of informality. Unfortunately, to the detriment of our organization, most of the work fell on the shoulders of a very small minority of dedicated BUG members. Hopefully, the fact that the number of elected BUG officers is small, in addition to the "gung-ho" spirit of our volunteers, will allow the Atari Boise Users Group to continue to operate informally, yet effectively.

Here is a list of current BUG officers and volunteers:

Alan Palsulich was unanimously elected President. Alan will be in charge of conducting our regular monthly meetings. He has been active in the Atari Boise Users Group for several years. In the past Alan has been responsible for purchasing and demonstrating software for our raffles. After using an 8-bit Atari for years, he bought an Atari 520ST at the Salt Lake City AtariFest and has spent a good bit of the time since then getting acquainted with it. Although he admits spending most of his computer time on the ST, he is still an avid 8-bit fan.

Ken Frink, an 8-bitter's 8-bitter, got the nod as BUG's new Sergeant-at-Arms. Ken is an ardent "hardware hacker," having designed a circuit board for memory upgrades to the Atari 800XL (which, incidentally, are still available.) His main job as Sergeant-at-Arms will be to monitor attendance at our monthly meeting to insure that everyone there is a bona fide BUG member or an authorized guest. Knowing Ken, I kind of imagine that from now on, those who attempt to exercise membership privileges without bothering to pay dues will find that an IRS audit is a lot more fun than incurring the wrath of Ken!

Nick Brizzi will continue as BUG treasurer, a post he has held on an interim basis since Kathy Bross left Boise several months ago. Another BUG old-timer, Nick owns an ST and several 8-bit machines.

Jim Lemoine has been the Sysop of the BUG BBS for the last couple of months, replacing Art Bross. If it's been a while since you logged on, you'll notice several changes in the board's format. One major change is invisible to BBS users, though; by modifying the system's software, Jim has enabled it to auto-boot in the event of a power loss. Keep up the good work, Jim!

Gary Marston from Nampa is the ST SIG's librarian. Gary is one of BUG's most active ST owners and approaches his job as librarian with a lot of enthusiasm.

Lloyd Jones and Keith Hawes are our 8-bit librarians. There are tons of good 8-bit public domain software in the

## PRESIDENT'S MESSAGE

I would like to take this time to thank all the club members for attending last Monday's meeting. As your new president I will be looking forward to be of help in making our club meetings informative, interesting and helpful for all members regardless if they have an 8 bit or 16 bit computer. We are very lucky to have a lot of talented and gifted people in our club. I hope to make good use of their talents in the future.

In order to have a different major theme for each month I will need your ideas of what you would like at least two months ahead of time in order to present the subject of discourse properly. Remember, no matter how big or small your ideas are, they will be taken under consideration by the club officers.

Looking forward to seeing all of you at our October 5th meeting. Remember, the meeting will be called to order promptly at 6:45PM.

Alan R. Palsulich  
President

## AVOID LATE CHARGE-- PAY YOUR '88 DUES EARLY AND GET BONUS RAFFLE TICKETS!

Just a reminder to start saving your nickels and dimes; BUG dues fall due for all members on January 1, 1988. As approved by members attending the September meeting, A \$5.00 LATE CHARGE WILL BE ASSESSED TO ANY MEMBER WHOSE 1988 DUES HAVE NOT BEEN PAID BY THE END OF THE REGULAR FEBRUARY MEETING! BUG Treasurer Nick Brizzi says he will allow members to pay their 1988 dues on the installment plan in increments of \$5.00, as long as the entire \$20.00 is paid by the February meeting. Dues for new members will be prorated on a quarterly basis. In addition to regular memberships, we now have an associate membership available to those who can't make it to our meetings (because of distance or scheduling conflicts,) but want to participate on a limited basis. Associate members will be allowed greater access to the BUG BBS than nonmembers, but will not have voting privileges or access to the BUG libraries. The main reason associate membership is being made available is to discourage the kind of abuse the BBS has sustained lately at the hands of nonmembers. Associate membership costs \$10 per year.

As a bonus for those who pay their '88 dues in '87, we're offering BUG members a free Disk of the Month Raffle ticket for every month remaining in 1987 after their dues are paid. These tickets may be used in any Disk of the Month Raffle, 8-bit or ST, at any meeting during 1988. So avoid the rush and the \$5.00 late charge, and get your raffle tickets by paying your 1988 dues a little bit early. You won't be sorry.





## EDITOR'S DESK

By Jack Weaver, BUG NEWS Editor

I want to take a minute here to thank Nick Brizzi, J. D. Burdick and Alan Palsulich for sending us something to print this month. Thanks to these guys, you've got something to sink your teeth into. Last month's issue of BUG NEWS was a one-man (me) effort, and it shows. I take a lot of pride in our newsletter. And it really suffers if I don't have articles from other BUG members besides myself.

For the last year and a half, editing your newsletter has been a lot of work, and it has been quite rewarding to me. I've gotten to know many of you and have made new friends. My job as editor means that occasionally I exchange correspondence with the newsletter editors from some of the Atari users groups with whom we exchange newsletters. A couple of these guys I consider friends, too, although I have never met them. (As Les Lynne, editor of the WACO WRAMBLINGS [Warrensburg, MO, users group] mentioned in a recent letter, "I never had a pen pal as a kid; now I have several. Who says computing is antisocial?") I even got to go the AtariFest in Salt Lake City last spring, by convincing my wife that it was my DUTY as editor, and she didn't want me to let the club down, did she? And the satisfaction of seeing something I wrote being picked up and reprinted by another newsletter is really a kick.

Like I said it's been rewarding, and yes, even fun sometimes. But I can't (and won't) do it all by myself. Last winter, we had so much stuff to put in the newsletter that we had to serialize long articles, or delay publishing some of them for an issue or two. That, combined with the recent influx of articles since it's cooled off, leads me inevitably to the conclusion that newsletter submissions are a function of the weather. I hope that's all it is, anyway.

Regardless of the cause, I desperately need more material in order to justify the work and expense of putting out BUG NEWS. How about sitting down and banging on your keyboard for a little while and sending me something to print? You don't have to be a Hemingway or a Steinbeck. You don't need to be a computer expert, either. And I won't grade your spelling (Although I do try to run each article through a spelling checker, if there's time, and edit obvious grammatical errors.) Just send us an account of an interesting experience you and your Atari have had, or perhaps a helpful hint you've run across. You might be surprised at how much fun writing an article for the newsletter can be.

After you've written your article--what, you haven't started it yet?--all you need to do is to get it to me. This can be accomplished in several ways. The easiest, for you and for me, is to upload it to SIG 1 on the BUG BBS. This may not be so easy if you don't have a modem. In that case, copy it to a floppy and drop it in the mail (BUG NEWS, in care of Jack Weaver, 2827 Christine St., Boise, ID 83704) or bring it to the next meeting. I'll even print material handwritten in mud on a used paper towel. Just send SOMETHING!

In the words of a couple of my good ol' drinking buddies, "Thank you for your support."



## SUPER MIDI DEMO TO HIGHLIGHT NOVEMBER BUG MEETING--BRING YOUR FRIENDS!

BUG President Alan Palsulich is in the process of firing up what sounds like a fabulous MIDI (Musical Instrument Digital Interface) demonstration for our November meeting. [NOTE: CALL ONE OF OUR OFFICERS TO FIND OUT WHEN AND WHERE THE MEETING WILL BE HELD.]

All BUG members are encouraged to invite their family and friends tag along for this special meeting. Guests with an interest in music will find this especially entertaining and informative, even if they have no interest in computers.

If you have music-related hardware or software, please bring it to the November meeting, so we can show our guests the power of our computers.

See you there. A one an' a two...

## NEW BUG OFFICERS--(Continued from page 1)

library, and many interesting articles in the print library. Check with Liovo or Keith to find out what is available.

Marcia Jensen drives all the way in from Letha every month just for our meetings. At the July meeting, one of the topics of discussion was the sad state of the budget. Although no one had planned a Disk of the Month raffle, she put one together on the spur of the moment and raised \$16 just like that. Which is how she got put in charge of raffles. That's the kind of volunteer spirit we need in order to keep the club going!

Mike Bernard has been putting the 8-bit Disk of the Month together for us for quite a while now. Thanks to him, we've seen a lot of really good software--things like SHOPDUMP.BIN, EXPRESS!, and much more.

And finally, yours truly will continue to try to keep you up to date on the latest BUG and Atari happenings as editor of your BUG NEWS.

Remember, BUG is your club as much as it is everyone else's. You only get as much out of BUG as you are willing to put into it, as most of the folks above can attest to. They are ready and willing to do their jobs without compensation, except for the satisfaction it brings. Which does not mean that they couldn't use a helping hand from time to time. If you want to help out, or if you have a suggestion to improve the Atari Boise Users Group, give us a call. You won't be sorry!



## TREASURER'S MESSAGE

Thanks to all the members and non-members in attendance at the September meeting. We were able to determine some rather important regulations that will strengthen the existence of the ATARI Boise Users Group. This is a listing of the highlights of that meeting.

The following officers were installed:

ALAN PALSULICH.....PRESIDENT  
KEN FRINK.....SARGENT AT ARMS  
GARY MARSTON.....LIBRARY 16-BIT  
JIM LEMOINE.....SYSOP  
NICK BRIZZI.....TREASURER

1. Members who pre-pay their dues before January, 1988 will be awarded one Disk of The Month raffle ticket for each month pre-paid.

2. We will continue with the Software raffles but the material for raffle will be selected by poll among the membership. We don't want to buy a \$35.00 program and raffle it off for \$25.00.

3. Visitors are as always welcome. A visitor will be asked after the second visit to either join the club or not return until they feel they are ready to become a supporting member. This is to protect your investment you have personally made in the club.

4. Visitors are not allowed to participate in any club functions. They are there as observers. They are not to vote or participate in the raffle. They will not use or copy the club library.

5. 1988 DUES WILL BE PAID BY THE FEBRUARY MEETING. If it is easier for you notify the treasurer that you wish to pay in installments. \$5.00 is the minimum amount that is payable at one time. A \$5.00 charge will be levied on members that have not paid their dues by February, 1988.

6. There will be no distractions during the business portion of the meeting. Talking and playing with or on computers will not be tolerated. We all have one thing in common at the meetings but we first need to take care of business. DO NOT COPY OR DISTRIBUTE COPYRIGHTED MATERIAL AT THE MEETINGS. What you do on your time is your business.

7. The computers at the meetings belong to private parties. They are not your property, unless you brought it. You are asked not to use any equipment unless you are told to do so by the owner. Parents are asked to educate their children to this fact. You will be held liable for any damage caused by your minor child. If you desire to copy our public domain disks, bring your computer, disk drive and monitor and have at it.

8. If you desire to have a copy of a PD disk and there is time, you will be charged. The money collected will be placed in the club

treasury. This fund is to help members who regularly bring equipment to the meetings for your convenience. If their equipment breaks we will help pay a portion of the repair bill based on pro-rating time at the meetings and funds in the "kitty".

SINGLE SIDED COPY...\$1.00

DOUBLE SIDED COPY...\$1.50

9. The newsletter depends on your submissions. If we don't hear from you there will not be a newsletter. We will mail out a meeting notice occasionally if the paper is discontinued. THIS IS OUR CLUB PEOPLE. WE DO NOT HAVE PAID OFFICERS, WRITERS OR SYSOPS. We are a club and ask all who join to become an owner. The excuse "I don't know anything about computers" or "I don't know enough about computers" is wearing thin. Type in an article from a magazine that allows them to be quoted.

10. We will continue to have the newsletter at the meetings for pickup. If you desire ask Jack Weaver, Editor, to mail your paper if for some reason you cannot pick it up in person. We will try to cut corners and save pennies wherever we can so we can provide the membership the most for their dues dollar.

11. We have associate memberships available. The charge is \$10.00 per year. This allows access to usually restricted portions of the BBS on a limited basis. Access will be to SIG 1, BBS News and LIST. SIGs 9 & 10, TELECOMMUNICATIONS and SIGs 11 & 12, EDUCATIONAL. Time will be increased over the standard registered user limit. THE GAMES PORTION OF THE BBS WILL BE CLOSED TO ALL BUT FULL, YEARLY MEMBERS.

The above decisions may seem harsh in comparison to past regulations. We the members feel it is to our advantage as we decided at the meeting. We regret if this is not to your liking but you should have voiced your opinion at the meeting. All were advised because we made a special mailing to all members. You have spent a great deal of money and effort to assist other computer users in the valley and will continue to do so except, on a limited budget. I feel we need to benefit more from the funds of the membership. We will continue to have an open door policy, but, "we will ask them to leave before dinner, unless they bring a dish".

Thanks to all of you who pre-paid your dues. It will be a pleasure to pay back some of the members who have given out of pocket to keep things running while we were off for the summer. We again wish to thank Art and Kathy Bross for all they have done for BUG. We can appreciate more than ever the "clout" that Kathy had now that we have to pay for the BBS phone line. (Just a joke Kathy, we appreciate more than that.) We will be watching the paper this winter to see how you two are doing. And I have it first hand from a reliable source Arthur, they don't sell direct from the factory at Golden. We love you both and will be saddened if you get in town and don't call one of us.

Nick Brizzi  
Treasurer



Boy! It sure is a beautiful day to go flying. I am writing to all Atari club members while flying my FS2 (Flight Simulator II from Sublogic, Inc.) single-engine, high-performance, propeller-driven aircraft of the Cessna 182 class around Washington D.C. Wow! There is the Capitol Building and off at the other end of "The Mall" is the Washington Monument. Don't see any traffic down below. I guess I'll try to land between the Capitol Building and the Washington Monument. With this new Microflyte Joystick this should be no sweat.

I'm lowering my landing gear and flaps, oops! I just missed deflaging the Capitol Building. It's a good thing this new joystick is self-centering. The self-centering stick eliminates the wild weaving and overcorrection of control with the mouse, which I might add, causes frequent crashes. so far everything looks good. There are several buildings on both sides of "The Mall" but I better pay attention to making a smooth landing. The Washington Monument sure looks big now--just landed, good thing the brakes work. Hey this is really nice. Driving a plane like a car and sight seeing. I just drove past the Washington Monument and I see the Lincoln Memorial in the distance. Oh darn!! Who put the pool between the Washington Monument and the Lincoln Memorial? Scratch one FS2 plane. Its a good thing this happened on the computer instead of the real thing. You know what happen to that guy who flew into Red Square.

Actually let's get down and discuss what this article is really about, the "Microflyte Joystick." The one I was using is for the Atari ST computers. There has been one available for the eight-bit Ataris for some time. The Microflyte joystick for the Atari ST is very different in a significant way. The eight-bit version requires software for it to work. The ST version has its own microprocessor with the controller program contained on a CMOS EPROM and provides three modes of operation, 1) a standard cursor control with variable speed, 2) a proportional control for Flight Simulator and other applications where this is desirable, and 3) a mode allows you to vary the sensitivity of your stick in proportional control. MicroCube Corporation states that there are military versions of this CMOS microprocessor used in the space program for more than twenty years for solar and battery powered, high-reliability systems.

If you are into FS2 Flight Simulator then you will really enjoy the Microflyte joystick. This joystick eliminates suicide missions such as flying under both bridges in San Francisco Bay, or landing on Liberty Island next to the Statue Of Liberty.

For anyone who loves Flight Simulator and is suicidal using the mouse flight controls, this is the only answer.

I will bring the Microflyte Joystick to our October meeting. I hope there will be enough time to demonstrate its capabilities at our October meeting. See you then.

#### DISKS OF THE MONTH

### NOW YOU DON'T HAVE ANY EXCUSE...

...to not write YOUR article for BUG NEWS. By using a little creative arm-twisting, your poor, over-worked editor has managed to arrange for October's Disk of the Month (for both 8-bit and ST) to consist of public domain word processors.

For you ST owners, we've got "ST Writer," which is an enhanced version of the venerable AtariWriter 8-bitters have been using for years. If you started out with an 8-bit Atari and are just getting the feel for your new ST, this word processor will make the transition a lot easier for you.

The 8-bit Disk of the Month is "Textpro," which has been getting rave reviews from many Atari users groups for the last year or so. I've been playing with "Textpro" for a couple of months, and it is rapidly becoming my favorite. The documentation on this little gem is 444 SD sectors long, which should give you some idea of the level of sophistication to be found in "Textpro." It supports macros, and if you've got the capacity in memory to configure RAMdisks, "Textpro" supports them, too--even if you're using an 800XL with the old non-XE-compatible memory expansion. I still can't believe this program was released into the public domain; lesser word processors sell for \$25-30 more than the measly couple of bucks "Textpro" will set you back.

### BUG MEMBER DIES IN TRAGIC ACCIDENT

With great sorrow, we must report that BUG's Dale Slack lost his life September 14th in a motorcycle accident near his home in Greenleaf. Although he was rather quiet at BUG meetings, Dale was one of our more dedicated members. He made the 60-70 mile round trip into Boise for our meeting nearly every month and was a regular caller on the BUG BBS, despite the fact that it was a long-distance call for him. Those of us who knew him will miss his friendly manner and easy smile.

To his wife and family, we extend our deepest sympathy.

#### \*\*\*\*\* BUG NEWS ADVERTISING RATES \*\*\*\*\*

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Each additional column-inch \$2.00

\*Unused free space may not be accrued.

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Bus. Card	1/4 Page	1/2 Page	Full Page
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Discounts: Prepaid advertising running for 3 or more continuous months may be eligible for substantial discounts. BUG members and local merchants may be eligible for additional discounts. Contact BUG NEWS for details.



\*\*\*\*\* BUG NEWS ST SOFTWARE REVIEW \*\*\*\*\*  
**UNIVERSE II** from OMNITREND SOFTWARE  
 \*\*\*\*\* By J. D. BURDICK \*\*\*\*\*

Your planetary scanners have identified two ships around the planet of Zeath. The ship in low orbit is a "Morgan" class merchant and is of no concern to you. The other ship is a "Dagger" class, definitely a privateer's vessel. You review your orders from Admiral Bresheliah, director of the Federated Worlds Special Forces (FWSF). Your orders are simple; locate the hidden pirate base. The only way you can do that is to board a "Dagger" ship, and analyze the navigation computer.

Your ECM has jammed the pirate's scanners, so he is unaware of your ship. You give the order to close to missile range. As you approach, you run a "high definition scan" on the pirate. The scan identifies the systems on the "Dagger" ship and the number crew/marines on board. The pirate ship has 21 marines compared to only your 6. Well, everyone has to die sometime, and this might be your last chance to locate the hidden pirate base. You call up "Missile Select" on the weapons console. You select 4 PN Pritchard SBR missiles from missile storage. You give the command, "Launch MISSILES!!"

The above narrative is based on an actual planning session. Universe II is an exciting game based on your character, who is a "Retired" member of the FWSF. The problem is no one ever really retires from the Special Forces. Occasionally, the FWSF contacts you for a special missions like the one described above. However, most of the time you are a free trader from Vromus Prime. You start the game with a ship, some fuel and 200,000 credits. You must wheel and deal to survive. You attempt to do this either by trading products, carrying passengers between planets, mining or

piracies. Since you are still affiliated with the FWSF, all piracy must be done around planets which are not members of the Federated Worlds. Do not worry, there are several non-member planets.

The setting of the game is in the local group. The local group has two rival governments, the Federated Worlds (good guys) and the United Democratic Planets (bad guys). Tension between the two governments is reaching a critical point. War might be just around the corner.

Universe II is both a graphics and text oriented adventure. The game uses a text parser to handle all the planetside activity. Pull-down menus are used extensively throughout the program. The game is unique in its size. It has 47 planets, 98 different ship's parts and hundred of products. You can interact with other characters while on the planets. The best part is that you are the captain of your own ship; where you go and when is up to you.

The only bad things about Universe II is the number of times the program must access the disk. This slows down the game, even on a ST. The second problem is the text parser which I feel is limited. The parser understands "Activate Terminal" but not "Activate Computer." The text parser can be a source of frustration with its limited vocabulary.

Overall I would recommend the game to anyone who enjoys a challenge and does not mind long games. My first assignment from FWSF did not come until during the second year. Universe II is a fun game which allows you to choose your destiny.

## YOUNGEST MEMBER HAS "LOTS OF HAIR" ACCORDING TO DAD



Longtime BUG member Tom Christensen became the father of our newest member, Jeffrey Thomas Christensen on September 15, 1987. Details of Jeffrey's arrival are somewhat sketchy since Dad was in the process of changing his diaper when BUG NEWS called. We did learn that he weighed in at 7 lbs. 5 oz., measured 19 1/2" and "has lots of hair." We're unable at press time to confirm the rumor that Tom is teaching Jeffrey to program in C, with a few machine language subroutines thrown in for a challenge.

Anyway, on behalf of everyone in the Atari Boise Users Group, we want to congratulate the Christensens on the new addition to their family and welcome Jeffrey as BUG's newest, and youngest, member.

\*\*\*\*\*  
 BUG NEWS is published monthly by the Atari Boise Users Group (BUG) for BUG members. BUG is an informal group of Atari computer owners and is not affiliated with Atari Corp. Membership dues are \$20 per year, which supports this newsletter, the club's public domain library, and the BUG BBS. Articles contained herein are considered to be in the public domain unless otherwise noted, and may be reprinted provided that the author and the originating newsletter are credited. Articles, including appropriate illustrations, are solicited and may be submitted by uploading them to the BBS (phone (208) 383-9547—please use ".BUG" as filename extension for all uploads.) Articles may also be submitted by mail, on floppy disk, if possible, and mailed to: BUG NEWS, c/o Jack Weaver, 2827 Christine Street, Boise, ID 83704. Please use a word processor that generates output in ASCII, such as AtariWriter, Speedscript 3.0, or ST Writer. All disks sent to BUG NEWS will either be returned or replaced, at our option. We reserve the right to edit all articles submitted. To be included in the newsletter, all submissions must be received no later than the 15th of the month prior to publication.  
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# 1987 BUG MEETINGS

sun	mon	tue	wed	thu	fri	sat
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4		6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

OCTOBER

sun	mon	tue	wed	thu	fri	sat
1	2	3	4	5	6	7
8	9				13	14
15	16				20	21
22	23				27	28
29	30					

NOVEMBER

sun	mon	tue	wed	thu	fri	sat
		1	2	3	4	5
6		8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

DECEMBER

DECEMBER 7 TH. 6:30 P.M.  
CAMPUS SCHOOL

## SITE OF NOVEMBER MEETING STILL UP IN THE AIR--CALL AHEAD FOR TIME AND PLACE

You will have to do a little bit of detective work to find out where the November BUG meeting will be held. We're trying to put a MIDI/Keyboard demo together and the acoustics of the gym at Campus School...well, let's just say that Carnegie Hall, it ain't.

So you'll need to get on the horn and call one of our BUG officers in late October to find out when and where the November meeting will be held. Modem owners will find the information posted on the BUG BBS as soon as it is available. From what Alan has been telling me, it should be well worth the effort of calling.

On December 7th, we will resume our regular schedule, i.e. at 6:30 p.m. the first Monday of the month at Campus School in Boise. Also, in order to get everyone home by a decent hour, the doors will open at 6:30 and the business portion of the meeting will start PROMPTLY at 6:45.

## WHO YA GONNA CALL?

For your convenience in determining the whereabouts of the November BUG meeting, or other reference, here is a list of BUG officers, volunteers, and others in the know:

### PRESIDENT

Alan Palsulich 343-8714

### TREASURER

Nick Brizzi 362-9451

### SGT. AT ARMS

Ken Frank 466-0816 (Nampa)

### SYSOP

Jim Lemoine 343-7045

### NEWSLETTER EDITOR

Jack Weaver 322-7922

### LIBRARIANS

Gary Martson (16 bit) 467-9946 (Nampa)

Keith Hawes (8 bit) 362-2702

Lloyd Jones (8 bit) 336-1139

### RAFFLES

Marcia Jensen 365-6783 (Letha)

### DISK OF THE MONTH

Mike Bernard (8 bit) 336-1156

### BBS TELEPHONE NUMBER

(208) 383-9547

### MAILING ADDRESS

ATARI BOISE USERS GROUP  
c/o Jack Weaver  
2827 Christine St.  
Boise, Idaho 83704